

DRAGON
32

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HAWK

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MICRODEAL



Wilberforce the Watchful is on duty with his companion, Freaky Freddy Flapper, when they are attacked by the Hawk, which carries Freddy off. Wilberforce must rescue his ever-faithful companion, either by shooting all the flies on the screen (but avoiding the larvae which will hatch into small birds, if shot) or shooting the Hawk and catching Freddy in the basket. If the birds land watch out! Pause game feature. Sound Effects. High Score Record. High speed arcade action game. Full colour graphics. Machine Language. Keyboard or Joystick control.

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Actual picture of screen on Dragon 32

During the title page, you may enter your name to keep a record of your scores. Just type in your name. If you make a mistake you can rub it out by using left arrow key. When you have typed your name, press the "ENTER" key. You may not use more than eight letters. If you fail to enter your name or press the "Enter" key within about 30 seconds then it will "fall through" and go into AUTO MODE. To cancel this, just press the "Enter" Key.

HIGH SCORE

Next is displayed the high score screen. If you press any key it will fall through to ask if you want to play with a joystick or on the keyboard. Just press "J" or "K". If you wish to use a Joystick, then this should be plugged in to the left joystick port on your computer. Again if you fail to press a key within about 30 seconds then it will fall through and go into AUTO MODE. Cancel this by pressing the "Enter" key.

TOP TEN SCORE

At the end of each game the TOP TEN SCORE is displayed, then you are asked if you wish to continue. A "Y" will take you into another game after asking whether joysticks or keyboard are required. If "N" is pressed, then you are taken back to ask for your name.

CONTROL

Key Commands:
Left and Right arrows for left and right movements and Spacebar to fire.
Pause = Down arrow
Start = Up arrow
Joystick commands:
Use the joystick for left and right movement and the Fire Button to fire.

SCREEN DISPLAY

The number at the top left of the screen is the number of "lives" remaining for Wilberforce. The number at the top right of the screen is the number of "lives" remaining for Freddy. You start the game with three lives each. The number at the top middle of the screen is your current score.

OBJECT OF THE GAME

The object of the game is to score as many points as possible, while making sure that the Hawk doesn't carry Freddy away. (The man at the bottom left of the screen).

There are two ways of stopping it, the first is to wait until the Hawk picks up the man and starts carrying him across the screen. You then shoot him and Freddy falls to the ground. Your task then is to go to the right side of the screen and pick up the basket, and catch the man in it. You then go back to the right side of the screen, put back the basket, and pick up your gun.

The second way is to shoot all the small flies on the screen. This results in the screen being cleared slowly with 50 points being scored for all the small birds or eggs still flying. Freddy and the Hawk are put back to the beginning even if the Hawk was carrying the man at the time without loss of men. If you fail to stop the bird then it will drop Freddy on the right side of the screen out of reach, he will fall to the ground and you will lose a life.

If you hit the larvae they will turn into small birds, which fly down and land unless they collide with something when they will turn back into a larvae and float back up. If they land they will keep bobbing up and down and if they hit your man you will lose a life.

Larvae that are hit while small birds are already flying down will flash, and when the other bird lands or collides with something will itself turn into a bird and fly down. To stop the birds landing you must place your man into their flight path and stand still.

While flying across to get your man, the large bird drops small eggs to the ground. If your man is hit then you will lose a life. Also when the bird picks up Freddy, eggs are dropped from directly above your man with the gun.

Clearing the flies or catching the man causes the game to speed up.